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GAME BOY COLOR



CGB-BY3E-USA



遊戯王
Yu-Gi-Oh!
Dark Duel Stories™

INSTRUCTION BOOKLET

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Yu-Gi-Oh! Dark Duel Stories

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INTRODUCTION

What is "Dark Duel Stories"?

Dark Duel Stories (or "DDS") is a card game. DDS lets you create original cards using "**Construction**" mode, allowing for over 10,000 different possible cards. Each card has its own Attack Rating and Defense Rating. Play your cards skillfully and reduce your opponent's LP (Life Points) to 0 to win!

Player's Objective

Fight your way through each of the stages in the campaign, defeat the final boss, and finally face off against the four Rulers of the Heavens, the keepers of the fabled Millennium Items. Create your own original cards, compete with your friends to collect their cards, and battle to become the most powerful mystic duelist in the universe!

DDS Rules

Basic Points

- Each duelist starts out with a total of 8000 Life Points.
- A duel is conducted on a turn-by-turn basis, and turns alternate between duelists.
- A duelist may only play one monster card per turn. There are no limits to the number of magic or trap cards that can be played.
- During a turn, it is not necessary to play a card or execute any action with the cards played on the field. A duelist can choose to end a turn without doing anything.
- At the start of each turn, duelists can draw one card to replenish their hand. If there are five cards in a duelist's hand, no card is drawn.
- When played, a monster card is placed facedown, and is turned face up when it executes a command. However, if the command is to "Defend", the card remains facedown.
- A facedown card will be turned face up when it is attacked. Once a card is turned face up, it remains that way until the duel is resolved.

Win/Lose Conditions

- The duelist who reduces an opponent's Life Points to "0" is declared the winner.
- The duelist who is out of cards and unable to replenish their hand at the start of a turn is declared the loser at that point.
- A duelist who has managed to collect the Exodia series (Card # 17 – 21) in their hand is declared the winner upon collecting the last card.

When you win a duel, you are awarded one card and one card-part. Losing does not result in any card loss.



Battle Outcomes

The outcome of an attack is decided according to the list below. (Duelist A's turn.)

A: Attack Attack Factor	>	B: Attack Attack Factor	➡	B's card is eliminated B's Life Points minus the difference in values
A: Attack Attack Factor	=	B: Attack Attack Factor	➡	A&B's cards are eliminated A&B's Life Points not affected
A: Attack Attack Factor	<	B: Attack Attack Factor	➡	A's card is eliminated A's Life Points minus the difference in values
A: Attack Attack Factor	>	B: Defense Defense Factor	➡	B's card is eliminated B's Life Points not affected
A: Attack Attack Factor	=	B: Defense Defense Factor	➡	No effect on either players' card or Life Points
A: Attack Attack Factor	<	B: Defense Defense Factor	➡	No effect on A's card A's Life Points minus the difference in values

The Controls

Control Pad

Used for moving the cursor, and for choosing commands and other selections.

SELECT

Used for making selections when the **TITLE** screen is displayed.



A Button

Used for entering commands, cards, and other selections.

B Button

Used for canceling commands and other selections, returning to previous screens, and switching screens during battle.

START

Used for switching between upper body 1 and lower body 1, and between upper body 2 and lower body 2.

Special Controls

CHEST Screen

START + Up/Down (Control Pad)
Change the order of the cards (Sort Type).

START + Left/Right (Control Pad)
Change 20 pages at a time (100 cards).

SELECT + Left/Right (Control Pad)
Allows cards to be moved between the **DECK** and the **CHEST** screen while keeping the **CHEST** screen on display.

DECK Screen

START + SELECT + A Button
Returns all the cards contained in a **DECK** to the player's **CHEST**.

How to Start

Starting a New Game

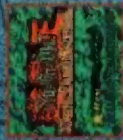
To begin a new game, select **"NEW GAME"** on the TITLE screen, and then press **START**. At this point, the TITLE screen will be replaced by the **DUEL NAME** input screen.

[WARNING]

If there is a previously saved game, choosing **"NEW GAME"** will erase the saved data.

Inputting a Duel Name

1. Move the cursor with the **Control Pad** to select a letter, and press the **A Button** to input the selected letter.
2. There are two ways to correct an inputted letter: (a) Select "BACK" to move the cursor to the desired position, and then input a new letter; or (b) Press the **B Button** to erase an inputted letter.



3. After inputting a desired name, select "END" and press the **A Button**. At this point, a prompt asking whether the inputted name is okay or not will be displayed on the screen. Choose "YES" if the name is okay. Choose "No" to go back and make corrections.

After starting a game, an inputted name can be changed by selecting **"CHANGE NAME"** on the **MAIN MENU**.

Continuing a Saved Game

This game is set up to automatically SAVE or LOAD a game in progress. During gameplay, saved data is overwritten whenever it is necessary to do so. To load saved data from a previous game, select "CONTINUE" on the TITLE screen which appears when the GAME BOY is switched on, and press the **A Button**.

The MAIN MENU

The **MAIN MENU** screen is displayed after a **DUEL NAME** is inputted following a "**NEW GAME**" selection, or after "**CONTINUE**" is selected to load a previous game. Use **Up/Down** on the **Control Pad** to select a mode, and press the **A Button** to enter the selection.



GAME MODES

You can select any of the following 7 modes:

- CAMPAIGN:** Duel against various characters. ----- P.11
- CONSTRUCTION:** Create original cards. ----- P.34
- VERSUS:** Duel against other players using the Game Boy® Color Game Link® Cable. -- P.38
- TRADE:** Trade cards with other players using the Game Boy® Color Game Link® Cable. -- P.39
- RECORD:** Review information such as your duel record and duelist level. -- P.40
- CHANGE NAME:** Enter this mode to change your Duel Name. ----- P.41
- PASSWORD:** Obtain cards by inputting special passwords. ----- P.41

CAMPAIGN

This mode allows you to duel with characters like **JOEY** and **KAIBA**. You are rewarded with one card and one card-part when you win a duel. However, you will not lose a card when you are defeated in a duel.



There are a number of locations on the map where duels are fought. You move on to another map by defeating each duelist on a map five times or more.

Tomino Town 1

YUGI / TRISTAN / JOEY / MAI / MAKO

Tomino Town 2

IREX / WEEVIL / KAIBA / Esp Roba / Seeker / Pandora

Ancient Egypt

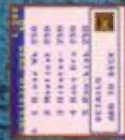
Paradox / P. Soto / Slysheen / Ishizu

?????

Building a Deck

Starting a Campaign

1. Select "**CAMPAIGN**" on the **MAIN MENU**. The characters that are currently available for a duel will be displayed on the screen. Use **Up/Down** on the **Control Pad** to select your opponent. Press the **A Button** to enter your selection. (When you have won the required number of duels to proceed to another map, you can switch between maps by pressing **Left/Right** on the **Control Pad**.)
2. Set up your own deck. The cards that you own are contained in your **CHEST**. Your **DECK** contains the cards that are used in a duel. By selecting a card in the **CHEST** and choosing "ADD TO DECK", you can move the selected card into your **DECK**. An unnecessary card in the **DECK** can be removed and returned to the **CHEST** by choosing "RETURN TO CHEST". By repeating the aforementioned, you can build your own **DECK** of 40 cards.
3. After building a **DECK**, select "**DUEL**" and commence gameplay.



The **CHEST** contains all the cards that a player owns. You can select any 40 cards from your chest. These 40 cards represent your deck.

About the Screens

Decks are built prior to a duel. Selecting **CHEST** or **DECK** on the menu will display the respective screens.

CHEST

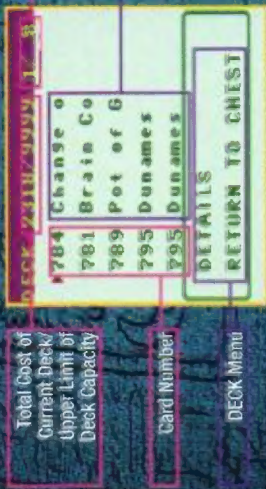


Sort Type

On the **CHEST** screen, you can change the way your cards are sorted by holding down **START** and pressing **Up/Down** on the **Control Pad**.

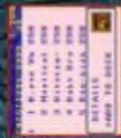


DECK



How to Build a Deck

1. On the **CHEST** screen, move the cursor to the card you wish to include in your deck and press the **A Button**.
2. The cursor will shift to the **CHEST** menu. You can select "**DETAILS**" to view information regarding the selected card. If you wish to add the card to your deck, select "**ADD TO DECK**" and press the **A Button**.
3. A card added to your deck can be viewed on the **DECK** screen. If you wish to return a card in your deck back to your chest, select the card, and choose "**RETURN TO CHEST**" in the **DECK** Menu.
4. Repeat steps 1 through 3 until you have a deck that contains 40 of your desired cards. When you are satisfied with the contents of your deck, select "**DUEL**" to commence a duel.



The Cards

Notes on Deck Building

- You can only build a deck with cards where the respective Card Deck Costs are equal or lower than your Duelist Level.
- You can only have a maximum of three of the same cards in your deck. In addition, there are cards of which only one can be included in your deck.

List of Cards Limited to One-per-deck

17	R Leg of Forbidden	337	Raigeki
18	L Leg of Forbidden	348	Swords of Revealing Light
19	R Arm of Forbidden	657	Megamorph
20	L Arm of Forbidden	781	Brain Control
21	Exod. of Forbidden	784	Change of Heart
336	Dark Hole	789	Pot of Greed

- Carefully choose 40 cards so that the total Deck Cost does not exceed the Deck Capacity. If your deck contains less than 40 cards, or your total Deck Cost is larger than the Deck Capacity, you won't be able to enter a duel.



There are two main classes of cards: "Monster Cards" and "Special Cards".

Card Screen

This screen is displayed when the **DETAILS** command is selected.

Monster Card

Card Graphic

Card Name

Level

Card Number

Deck Cost

Attack Factor

Defense Factor

Class

Alignment

Card Notes

D. Magician

★★★★★

COST 2500

2

2100

Magician

Shadow

Highest Level

magic-user

Special Card

Card Graphic

Card Name

Card Number

Deck Cost

Card Type

Card Notes

Brain Control

701

COST 200

1

Haste

Takes best enemy monster for 1 turn

Monster Cards

Class

There are 20 different classes of monsters in the game, each with its own unique abilities and weaknesses. The monsters are divided into four groups: **Forest**, **Wasteland**, **Mountains**, and **Sea**. The **Forest** group is the most common, followed by **Wasteland**, **Mountains**, and **Sea**. The **Forest** group is the most common, followed by **Wasteland**, **Mountains**, and **Sea**. The **Forest** group is the most common, followed by **Wasteland**, **Mountains**, and **Sea**.

Terrain Effects Table

Glass	Dr	Ma	Zo	Wr	BW	Be	WB	Fd	Fa	In	Di	Re	Fs	SD	Ma	Th	Aq	Py	Ro	Pl
Forest					✓	✓				✓										✓
Wasteland			✓								✓									✓
Mountains	✓					✓										✓				
Meadow				✓	✓															
Sea														✓	✓	✗	✓	✓	✗	
Dark		✓						✓	✗											

Monsters

Monsters are the main enemies in the game. They are divided into four groups: **Forest**, **Wasteland**, **Mountains**, and **Sea**. The **Forest** group is the most common, followed by **Wasteland**, **Mountains**, and **Sea**. The **Forest** group is the most common, followed by **Wasteland**, **Mountains**, and **Sea**. The **Forest** group is the most common, followed by **Wasteland**, **Mountains**, and **Sea**.

The Status Relationship of Summoned Monsters



Level

The Level of a monster card is written in the top right corner of the card. The number of stars indicates the monster's level. The level of a monster card is also written in the top right corner of the card. The level of a monster card is also written in the top right corner of the card.

Sacrifice

Sacrifice "OFFER" refers to exchanging a monster card or cards in play for a stronger monster. After the sacrifice, the monster card or cards are destroyed. The sacrifice is a key mechanic in the game.

An Example of Sacrifice

In the example, a Level 4 monster is sacrificed to summon a Level 5 monster. This is a common strategy in the game.

1. Select the monster card to be sacrificed. Press the A Button to confirm the selection.
2. Select the monster card to be summoned. Press the A Button to confirm the selection.
3. Press the B Button to execute the sacrifice and summon the monster.



Special Monsters

Special Monsters are powerful monsters that can be summoned using specific items or conditions. They often have unique abilities and are highly sought after by players.

Triggering a Special Monster

There are several ways to trigger a Special Monster. One common method is by using a specific item or card. Another method is by fulfilling a certain condition during the game.

An Example of Triggering a Special Monster

In the example, a Special Monster is triggered by using a specific item. This demonstrates how players can unlock powerful new abilities and monsters through strategic play.



Terrain Cards

Change the terrain conditions on the battlefield to suit your needs. Terrain cards provide a variety of conditions (see page 14) that can be used to alter the battlefield. Terrain cards are used to create a variety of conditions on the battlefield, including:

100 Feet

Changes the battlefield to a 100-foot square area. This area is suitable for most units, including Infantry, Cavalry, and Heavy Cavalry.



100 Feet

Changes the battlefield to a 100-foot square area. This area is suitable for most units, including Infantry, Cavalry, and Heavy Cavalry.



100 Feet

Changes the battlefield to a 100-foot square area. This area is suitable for most units, including Infantry, Cavalry, and Heavy Cavalry.



100 Feet

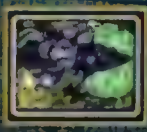
Changes the battlefield to a 100-foot square area. This area is suitable for most units, including Infantry, Cavalry, and Heavy Cavalry.

Scenario Reference Cards

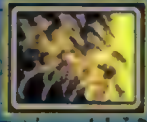
Change the terrain conditions on the battlefield to suit your needs. Terrain cards provide a variety of conditions (see page 14) that can be used to alter the battlefield. Terrain cards are used to create a variety of conditions on the battlefield, including:

Trap Cards

Trap cards are a special type of Spell Card that can only be activated by a Player's monster. They are used to trap the opponent's monster or to destroy the opponent's monster. They are also used to prevent the opponent from using certain cards or to prevent the opponent from performing certain actions.



If the monster is destroyed, the trap card is destroyed. If the monster is not destroyed, the trap card remains in play.



Trap cards are used to trap the opponent's monster or to destroy the opponent's monster.

Trap Cards

Trap cards are a special type of Spell Card that can only be activated by a Player's monster. They are used to trap the opponent's monster or to destroy the opponent's monster. They are also used to prevent the opponent from using certain cards or to prevent the opponent from performing certain actions.

Trap cards are used to trap the opponent's monster or to destroy the opponent's monster.

An Example of Ritual Play

Trap cards are used to trap the opponent's monster or to destroy the opponent's monster. They are also used to prevent the opponent from using certain cards or to prevent the opponent from performing certain actions.



Next, "170 Black Lotus" must be sacrificed to the black altar, and placed on the black altar. Finally, the "170 Black Lotus" is sacrificed to the black altar.



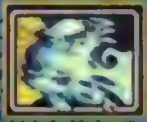
"170 Black Lotus" must be sacrificed to the black altar. Sacrifice both the "170 Black Lotus" and "170 Black Lotus" to the black altar.



"170 Black Lotus" must be sacrificed to the black altar. Sacrifice both the "170 Black Lotus" and "170 Black Lotus" to the black altar.



Special Ritual Cards



Sacrifice three of
"170 Black Lotus" to
the black altar.



"170 Black Lotus" must be sacrificed to the black altar. Sacrifice both the "170 Black Lotus" and "170 Black Lotus" to the black altar.

A Note on Sacrifice

The "170 Black Lotus" must be sacrificed to the black altar. Sacrifice both the "170 Black Lotus" and "170 Black Lotus" to the black altar.



Duel

You commence a duel with the **DUEL** command. Unless you input **DUEL** to commence a duel, you will be the case, rebuild your deck. (See Page 13)

About the Screen

Opponent's Life Points


Player's Life Points

Draw Points

Card Name
Attack Points
Defense Points
Attribute
Card Category

IN 8000

AT 000



Flame Swordsman

1800

1800

Pyro

xxxxxx

IN 8000

Card

Attack

Defense

Attribute

Player's Life Points

Opponent's Life Points

Player's Life Points

Card Name
Attack Points
Defense Points
Attribute
Card Category

Gameplay

1. You commence a duel with the **DUEL** command. Unless you input **DUEL** to commence a duel, you will be the case, rebuild your deck. (See Page 13)

Duel Phase

Opponent's Life Points

Player's Life Points

END TURN

This command is used to end your turn

1. You commence a duel with the **DUEL** command. Unless you input **DUEL** to commence a duel, you will be the case, rebuild your deck. (See Page 13)

2. Select a card in your hand and press **A**. A button will appear on the screen. You've selected a monster card, so select the monster you want to place it and press **B**. A button will appear on the screen. You've selected a monster card, so select the monster you want to place it and press **B**. A button will appear on the screen. You've selected a monster card, so select the monster you want to place it and press **B**. A button will appear on the screen.
3. Press **A** again to place the card. A button will appear on the screen. You've selected a monster card, so select the monster you want to place it and press **B**. A button will appear on the screen. You've selected a monster card, so select the monster you want to place it and press **B**. A button will appear on the screen.

Card-in-play Command Menu

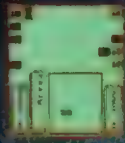


ATK: Press **A** to attack the monster. DEF: Press **B** to defend the monster. Other: Press **C** to view the monster's stats.

Press **A** to attack the monster.

Press **B** to defend the monster.

Press **C** to view the monster's stats.



ATK: Press **A** to attack the monster. DEF: Press **B** to defend the monster. Other: Press **C** to view the monster's stats.

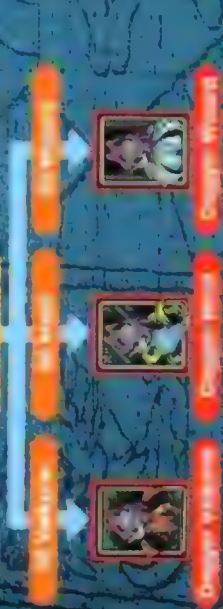
ATK: Press **A** to attack the monster. DEF: Press **B** to defend the monster. Other: Press **C** to view the monster's stats.

CONSTRUCTION

You can create bright, colorful, eye-catching layouts with our new **bottom half card parts**. Cards created with these parts can be used in decks.

Card-parts

There are four types of card parts: **top half**, **bottom half**, **left half**, and **right half**. Each part is designed to be used in a specific way. For example, the **top half** part is used to create the top half of a card, while the **bottom half** part is used to create the bottom half of a card.



These card parts are designed to be used in a specific way. For example, the **top half** part is used to create the top half of a card, while the **bottom half** part is used to create the bottom half of a card.

How to Use the Construction Screens

QUEST

The **QUEST** screen is used to create a new quest. It contains a list of quests and a button to create a new quest.

COMPONENTS

The **COMPONENTS** screen is used to create a new component. It contains a list of components and a button to create a new component.

PLANTS

The **PLANTS** screen is used to create a new plant. It contains a list of plants and a button to create a new plant.

QUEST PARTS

The **QUEST PARTS** screen is used to create a new quest part. It contains a list of quest parts and a button to create a new quest part.

QUEST

QUEST	QUEST
QUEST	QUEST
QUEST	QUEST
QUEST	QUEST
QUEST	QUEST
QUEST	QUEST

QUEST PARTS

QUEST PARTS

QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS

QUEST PARTS

QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS
QUEST PARTS	QUEST PARTS

Versus

You can compete against another player using the Game Boy® Color Game Link® Cable. You can decide "Deck Capacity" (See Page 44) prior to competition. Link play competition is played in accordance with the standard duel rules. When you win a duel, you will be awarded one card and one card-part. You do not lose a card when you are defeated.



Deck Capacity

Conducting Link Play Competition

1. Prepare for Link play. (See Page 37.)
2. Select "**VERSUS**" on the **MAIN MENU**, and the **VERSUS** screen will be displayed. Similar to the **CAMPAIGN** mode, the **CHEST** and **DECK** screens are used to set up a DECK.
3. When both player DECKs are ready, decide the Deck Capacity setting. Select one of five settings – 500, 700, 1000, 2000, and 9999 – and press the **A Button**. When the Deck Capacity is entered, the duel will commence. At this point, if the total card cost of a DECK exceeds the selected Deck Capacity, or if you have selected a Deck Capacity that differs from that which was selected by your opponent, an error will occur and you will not be able to duel each other. In such cases, either rebuild your DECK or re-select the Deck Capacity.

TRADING

The **CHEST** must contain cards that can be used in a duel. In short, you cannot trade unless you have over 50 cards that are lower in Deck Cost value than your current Duelist Level! (See Page 44).

You can trade cards with YU-GI-OH! DDS. All cards including **CONSTRUCTION** created cards can be traded. However, **CONSTRUCTION** cards are traded over as two separate card-parts.



How to Trade

1. Select a card to be traded from the **CHEST**. After selecting a card and pressing the **A Button**, the cursor will shift to the **COMMAND** area where "**TO EXCHANGE**" can be selected and entered. Selecting "**DETAILS**" will provide information regarding a selected card. A maximum of 5 cards can be selected.



CHANGE NAME

This screen allows you to change your Duel Name. See "Inputting a Duel Name" on Page 8.



PASSWORD

There is an eight-digit password on the lower left of each card featured in the Official YU-GI-OH! Card Game. You can obtain these cards in DDS by inputting the password figures. Deck Capacity does not decrease in DDS.

Inputting a Password

1. Toggle between the first and last digits with **Left/Right** on the **Control Pad**, and use **Up/Down** to select the desired number.
2. After completing the password sequence of numbers, press the **A Button**. At this point a prompt verifying your input will appear on the screen. If the password is satisfactory, press the **A Button**. If the inputted sequence is correct, you will obtain the desired card.



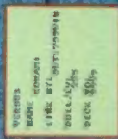
2. Confirmation of selected cards is conducted on the **CHECK CARD** screen. To cancel a card chosen for trade, select the card and press the **A Button**. This will shift the cursor to the COMMAND area where **"RETURN TO CHEST"** can be selected and entered.

3. If the current selection of cards are to be traded, select **"EXCHG. CARD"** to execute the trade.



RECORDS

The **Record** screen allows you to verify information such as your Duel Name, Duelist Level, and Deck Capacity. Also, you can switch between screens with **Left/Right** on the **Control Pad** to verify your Campaign performance.



- **Summon powerful monsters and effectively use their attack and defense factors.**

Deciding the status (Attack or Defense) of a monster is an important factor. In particular, the defense position of your monster is a vital key to improving your performance in DDS. Remember:

- Even the elimination of your weakest monster means no damage to your Life Points as long as the monster is positioned on the field for defense.
- A monster with a high defense factor positioned for defense on the field will provide you with a virtually impregnable wall against monster attacks.

A good, solid defense – opposed to a blind series of attacks – could give you the edge in a duel.

- **Build a well-balanced deck of cards.**

Building a balanced deck is a very important factor in winning a duel. Use the following as a guideline in composing your own deck.

- Monster cards with stars ranging from 1 to 4 ••••• 25 cards
- Monster cards with stars ranging from 5 to 8 ••••• 10 cards
- Spell and other cards ••••• 5 cards

Always remember that building a deck primarily consisting of monsters with several stars is seldom advantageous and will usually hinder you in battle.

- **A summoned monster of the Divine is a force to be reckoned with.**

A summoned monster of the Divine is usually superior to monsters of other existing status categories. In addition, Immortals are said to have a deep relationship with rituals in general.

- **Take advantage of ritual cards.**

- With a small exception, you have the choice of two monsters that you can select for sacrifice along with one designated monster.
- Ritual cards are lost for the duration of the game. They are not lost permanently from the users' deck.
- Monsters summoned with ritual cards are always of the Immortals status, never lacking in terms of superiority to other status categories.

- **Turn the tide of battle with "Change of Heart" and "Brain Control" cards.**

"781 Brain Control" and "784 Change of Heart" are spell cards that allow you to take over an opponent's most powerful summoned monster. These are cards that you definitely want in your deck. But remember... the same cards might be in your opponent's deck as well!

TERMS

Duelist Level (Maximum: 255)

This figure rates a player's level as a duelist. You can only use cards whose Deck Cost amount is lower than your Duelist Level. Hence, if you own a powerful card, you may not be able to use it if your Duelist Level is lower than its Deck Cost. Duelist Level increases in proportion to Deck Capacity.

Deck Capacity (Maximum: 9999)

This figure rates a player's capability for building a DECK. If the total Deck Cost of the 40 cards assembled in a DECK exceeds the Deck Capacity, you cannot engage in a duel. Deck Capacity increases in the following manner:

- **CAMPAIGN** A 5-point increase whether you win or lose.
- **VERSUS** A 20-point increase if you win, a 10-point increase if you lose.
- **TRADE** A 2-point increase each time you trade.

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